

# Jackson Levitt

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## OBJECTIVE

Seeking a game development co-op or internship using strong problem-solving skills with tools like C#, Unity, Git.  
Available May 2020 - August 2020

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## EDUCATION

### Rochester Institute of Technology (Rochester, NY) - Game Design and Development BS

- Relevant Courses: Game Design and Algorithmic Problem Solving (C#/Git), Intro to Game Web Tech (HTML/CSS/JavaScript), Econometrics (R)
  - Cumulative GPA: 3.67
  - Expected Graduation: December 2022
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## SKILLS/LANGUAGES

- **Programming:** C#, Java, JavaScript, R
  - **Development:** HTML, CSS, Markdown
  - **Tools:** Unity, Github, Blender
  - **Libraries/Frameworks:** Harmony, BepInEx
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## PROJECTS

### MonsterTrainModdingAPI

5 months

- Expanded toolsets for plugin creation for the game, Monster Train, easing the plugin creation process
  - Architected Asset-Loading systems, using Unity Libraries, to incorporate customized external art.
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## EXPERIENCE

### URJ 6 Points Sci-Tech Academy - Summer Camp Counselor

May - July 2019

- Arbitrated between neuro-diverse children improving their interpersonal communication through advanced technological discussion.
  - Co-Engineered an effective feedback system to improve co-worker morale and alleviate complications using google forms technology.
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## ACTIVITIES

### Rochester Game Developers - Attendee

August 2019 - Present

- Headed multiple distinct participant groups in club-hosted Game-Jams to create thematic game experiences.
- Incorporated new problem-solving approaches to programming with games through advanced dialogue

### Rochester Game Developers - Attendee

August 2019 - Present

- Attended to forward-thinking speaker events to be enlightened on game industry topics.
  - Networked and engaged with experienced developers for the rochester region, through in-person group discussion.
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